Nintendo

Nintendo of America Inc.
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NES-CJ-USA

SUPERSPIKE V'BALL™1

NINTENDO WORLD CUP™2

INSTRUCTION BOOKLET

This official seal is your assurance that Nintendo has reviewed this product and that it has met our standards for excellence in workmanship, reliability and entertainment value. Always look for this seal when buying games and accessories to ensure complete compatibility with your Nintendo Entertainment System.

Official
Nintendo
Seal of Quality

PRECAUTIONS

1) This is a high precision Game Pak. It should not be stored in places that are very hot or cold. Never hit it or drop it. Do not take it apart.
2) Avoid touching the connectors. Do not get them wet or dirty. Doing so may damage the Game Pak and/or the Control Deck.
3) Do not clean with benzene, paint thinner, alcohol or other such solvents.
4) Store the Game Pak in its protective sleeve when not in use.
5) Always check the Game Pak edge connector for foreign material before inserting the Game Pak into the Control Deck.

Note: In the interest of product improvement, Nintendo Entertainment System specification and design are subject to change without notice.

⚠ WARNING ⚠

DO NOT USE WITH FRONT OR REAR PROJECTION TV

Do not use a front or rear projection television with your Nintendo Entertainment System® ("NES") and NES games. Your projection television screen may be permanently damaged if video games with stationary scenes or patterns are played on your projection television. Similar damage may occur if you place a video game on hold or pause. If you use your projection television with NES games, Nintendo will not be liable for any damage. This situation is not caused by a defect in the NES or NES games; other fixed or repetitive images may cause similar damage to a projection television. Please contact your TV manufacturer for further information.

Thank you for selecting the Nintendo Entertainment System® Super Spike V'Ball™[1] / Nintendo World Cup™[2] Game Pak.

Please read this instruction booklet thoroughly to ensure maximum enjoyment of your new game. Then save this booklet for future reference.

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Welcome sports fans, to the action packed games of NES Sports Set. Whether you spike up the action with Super Spike V'Ball or kick your way through Nintendo World Cup, its sure to leave you breathless!

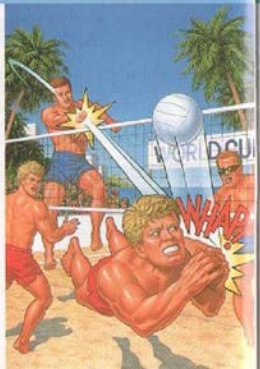
GETTING STARTED

When the game selection screen appears, use the Control Pad to move the pointer to the game you wish to play. Once you have made your choice, press the START Button to begin play of that game.

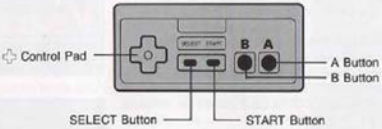
SUPERSPIKE V'BALL™

Object of the game/Game description

This is professional beach volleyball at its best! With a 4-player adapter, up to 4 players can compete in this battle of the beach. Super Spike V'Ball lets you work your way through the American Circuit, or play the masters of the game in the World Cup Circuit. You can play against computer opponents or challenge your friends. Super Spike V'Ball is the ultimate in sizzling volleyball action.



NAMES OF CONTROLLER PARTS AND OPERATION INSTRUCTIONS



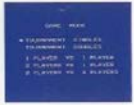
SELECT Button	Moves the cursor on any option screen.
START Button	Used to start the game and to pause the game during play.
Control Pad	Used to move players, control the direction of the ball when hit, and to move the cursor on any option screen.
A Button	Hits the ball.
B Button	Makes your player jump.

STARTING THE GAME

★ When the title screen is showing or the game is in the demonstration mode, press the START Button to get to the GAME MODE menu.

★ Use the SELECT Button or the ✢ Control Pad to select the desired option on the GAME MODE menu, then press the START Button.

TOURNAMENT SINGLES 1 player vs. computer
TOURNAMENT DOUBLES 2 players vs. computer
1 PLAYER vs. 1 PLAYER
2 PLAYERS vs. 1 PLAYER
2 PLAYERS vs. 2 PLAYERS
(Note: 2 PLAYERS vs. 1 PLAYER and 2 PLAYERS vs. 2 PLAYERS can only be selected if a 4-player adapter is plugged in to your NES.)



★ If either of the tournament modes are chosen, the GAME COURSE menu will appear (otherwise the GAME MENU screen will be shown.)

★ Use the SELECT Button or the ✢ Control Pad to select the desired option, then press the START Button.

EXERCISE	A practice game
AMERICAN CIRCUIT	Play the American Circuit
WORLD CUP	Play the world cup Circuit

GAME COURSE SCREEN

★ The GAME MENU screen will now appear. Move the cursor to the desired option and press the START Button.

GAME START	Start the game
CHARACTER SELECT	Lets you select your team
STATE SELECT	Lets you pick what state your players are from.
CONFIGURATION	Brings you to the configuration menu

GAME MENU SCREEN

★ On the CONFIGURATION MENU, you can changes many options.
Move the cursor with up and down on the ✢ Control Pad and change the options by using left and right.

STAGE	Shows where you are playing (can't be changed.)
POINTS	Total number of points in a game. This can be set at 5, 10, 15, or 20.
SETS	Number of sets in a match. This can be set at 1, 3, or 5. In circuit play, this will always be 1.
RULE	If RULE is set at "RALLY-POINT", whoever wins each point will get one point. If it is set at "NORMAL", you can only get a point while your team is serving.
AUTO SET	If you have a computer controlled partner on your team and this is set to "YES", the computer will automatically set the ball for you on the 2nd hit. If this is set to "NO", control of the two team members will alternate and you will always hit the ball.
MUSIC	Turns the music "ON" or "OFF".
EXIT	Brings you back to the GAME MENU.

HOW TO PLAY

Hitting the ball

When the ball is in play, an "✖" will appear on the ground. This shows you where the ball is going to land.
To hit the ball, go to the mark and press the A Button when the ball gets to you. Remember that in beach volleyball, the ball can only be hit up to 3 times on each side. The first hit will always be a "bump". The second hit will usually be a "set". And the third hit will hopefully get the ball over the net (spike it if you can!)
To do a spike, use the B Button to jump into the air, then hit the ball with the A Button. As on a serve, you can control the direction of the spike with the ✢ Control Pad.
To do a SUPER SPIKE, after you jump, press the B Button 3 or more times while you are in the air. If you do this correctly, your hand will begin to glow. Then hit the ball with the A Button and KABOOOM! The timing of a SUPER SPIKE is a bit tricky, but well worth the time needed to perfect it.

Serving
To toss the ball, press the A Button. To hit the ball, press the A Button again when the ball is within reach. To do a jump serve, press the B Button to jump after you toss the ball (don't forget to press the A Button again to hit it!). You can also control the depth and direction of the serve by using the ✥ Control Pad when you hit the ball. Practice makes perfect!

Blocking
In order to block a spike, you must get your player right next to the net where the spike is about to occur, then press the B Button to jump. It is even possible to block a SUPER SPIKE if you're quick enough. Just press the B Button as fast as you can while you're in the air!

Diving Shot (Dig)
If you aren't close enough to the ball when you try to hit it, your player will automatically dive for the ball.

Tips
The key to Super Spike V'Ball is practice. When just starting out, play a few games in the EXERCISE mode to get the feel of the game.
Teamwork is also very important. Work with your partner. Being a "ball hog" will often result in losing a point.

INTRODUCING THE PLAYERS

GEORGE & MURPHY
George and Murphy were the champions last year! They are very well balanced players.
When just starting out, this is the easiest team to use.

AL & JOHN
Former soldiers, Al and John have a lot of power, but have poor defensive technique and are pretty slow. If you like to use the "SUPER SPIKE" often, this is the team to play with.

BILLY & JIMMY
Billy and Jimmy have been trained extensively in the martial arts. Their defense is superb. They do have a weak spot though — poor spiking power. Use them for a great defense against teams that spike often.

ED & MICHAEL
Ed and Michael are the quickest players on the V'ball court. Their hitting power is average. Choose them if you're having trouble getting to your opponents shots.

NINTENDO WORLD CUP™

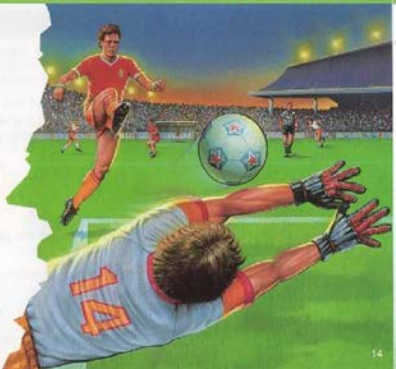
WORLD CUP PLAY!

The World Cup competition is the greatest sporting event in the world. National teams from 13 different countries have come together with the hopes of taking home the coveted World Cup trophy.

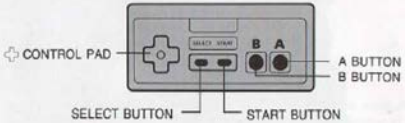
While others may dream of just surviving the qualifying matches, your team has made it to the World Cup final tournament. The competition will be tough, but you have the perfect game plan. Will you be ready to take on the world's best and come out on top?

Choose only the best players (each player has special skills and strengths), pick your field conditions, and plan your game strategy in the first four player World Class soccer game for the NES.

Bring the excitement of International soccer to your home with Nintendo World Cup. Pass ... Shoot ... SCORE!!! It's world class fun!



CONTROLLER OPERATIONS



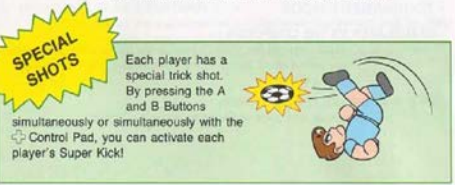
▶SELECT BUTTON The SELECT Button is not used.

▶START BUTTON Used to start the game and to pause the game during play.

▶✥CONTROL PAD Used to move players, control the direction of a pass or shot, and to move the cursor on any option screen.

▶A BUTTON Use the A Button to pass the ball or to ask your teammates to pass you the ball when you are on offense. When you are on defense, you can tackle your opponent or tell your teammates to tackle by pressing the A Button.

▶B BUTTON Use the B Button to shoot the ball or to ask your teammates to shoot the ball when you are on offense.
When you are on defense, you can slide into your opponent or tell your teammates to slide by pressing the B Button.



GAME SELECTION

At the title screen, move the cursor to the desired number of players then press the START Button. (Note: the 3P or 4P Match mode can only be selected if a 4-player adapter is plugged in to your NES.)

★TOURNAMENT MODE

1P (1 PLAYER VS THE COMPUTER)

Compete against the World's best in the World Cup Tournament. If you defeat all 12 teams in the Tournament, the World Cup trophy is yours!

2P (2 PLAYERS VS THE COMPUTER)

Team up with another friend for twice the action!

★MATCH MODE

2P (1 PLAYER VS 1 PLAYER)

Set up your own dream matches in various locations around the world in this exciting match game.

3P (2 PLAYERS VS 1 PLAYER)

Plug in the NES Satellite or NES Four Score and team up with 2 friends for a unique 3 player game.

4P (2 PLAYERS VS 2 PLAYERS)

Get all the excitement of simultaneous four person play by using the NES Satellite or NES Four Score with your Nintendo World Cup Game Pak. Four players means four times the fun!

TEAM AND PLAYER SELECTION

★TEAM SELECTION

Each team has its own unique characteristics. Some teams are very fast, some are excellent at defense, while others are good passers. Try to find the team that has the best overall skills, or pick an underdog team and see how far you can go!
In the 1P (player) or 2P Tournament games, you or your teammate will select a country to represent. In the 2P (player), 3P or 4P Match games, each team will select a country to represent.

★PLAYER POSITION

Just like the team selection, each player has his own unique set of characteristics. Since you only control one player and the computer controls the rest of your team, experiment with different players to find the athlete with the best overall skills.
To change the players position, move the cursor to "YES" and select with the A Button. Assign a player to each position using cursor and A Button.
The player with the roman numeral I is the player you control (the roman numeral II will appear next to the second players name in multiple player games).

PLANNING YOUR GAME STRATEGY

Planning your strategy is very important to winning each game. In order to make it to the World Cup finals, you must learn different techniques and to make adjustments to your opponents game plans. To plan your game strategy, move the cursor to the option you want and select with the A Button. Once you have decided on a game plan, move the cursor to the exit box and press the A Button to begin play.

YOUR OFFENSIVE STRATEGY?

Do you want your teammates to pass you the ball or do you want them to dribble the ball up the field. If you choose to have them dribble the ball up the field, you can ask them to pass you the ball by pressing the A Button.

SHOULD THE GOAL KEEPER (G.K.) JOIN IN?

Need a quick score? Pull your goalie and have an extra person on the offensive end. But remember, if you pull your goalie, the other team has a better chance of scoring because your goalie may not get back to defend the goal in time.

SHOULD YOUR TEAMMATES SHOOT?

Sometimes its helpful to get the little extra scoring punch from your teammates. You decide if they should shoot the ball frequently, only sometimes, or not at all.

YOUR DEFENSIVE STRATEGY?

Should your teammates try to tackle your opponents, or should they try to just mark (covering a player on defense) them until you tell them to tackle or slide with either the A or B Buttons.

Not every team is the same. Plan your strategy carefully for each team and make any necessary adjustments during the halftime. Defeating all the teams and capturing the World Cup Trophy will depend on how you prepare for each match!

HOW TO PLAY

By using the ✢ Control pad in conjunction with the A and B Buttons, you can control the offensive and defensive moves of your player and your teammates.

★ OFFENSE

Dribbling When you have the ball, you can control your dribble by moving the ✢ Control Pad in any direction.

Passing If you want to pass the ball to a teammate, press the A Button and the computer will automatically pass the ball to your nearest teammate. If a teammate has the ball and you would like them to pass the ball to you, press the A Button.

Shooting By pressing the B Button and any direction on the ✢ Control Pad simultaneously, you can shoot the ball to that area. You can also ask your teammates to shoot the ball by pressing the B Button.

Super Kicks By pressing the A and B Buttons simultaneously or simultaneously with the ✢ Control Pad, you can activate that player's Super Kick. These are powerful kicks that are very hard to block. Because they are difficult for the players to do, you are limited to five Super Kicks per half.

High Power Kicks Once you have used all your Super Kicks, you can still have a powerful shot. This High Power Kick is activated by taking a certain number of steps before shooting the ball with the B Button (some players are very strong and don't need to take as many steps to activate the High Power Kick).

★DEFENSE

Tackling & Sliding If you are near an opponent who has the ball, you can tackle him by pressing the A Button or slide into him by pressing the B Button. If a teammate is closer to ball handler, you can ask them to tackle or slide into the opponent by pressing either the A or B Buttons.

If you are close enough to your opponent when you tackle or slide, you can usually take the ball away from him and temporarily knock him down. If a player is hit often enough or hard enough, they will stay down until a goal is scored or the half ends.

Be sure and check the players communication box at the bottom left hand corner of the screen. Talk with your teammates, using either the A or B Buttons. They will tell you what their next action will be.

★CORNER KICKS AND THROW-INS

If the ball is kicked out of bounds over the endline or across a sideline, the computer will automatically send a player to get the ball and throw it back into play.

PASSWORDS

In the Tournament mode, you will be given a password at the end of every match. Write this number down for future reference.
Once you have a password, you can begin a match from the last game you have won. To enter a password, press up or down to select a number, then press left or right to select the numbers position.

HOW TO PLAY 2P, 3P AND 4P MATCH GAMES

For multiple player excitement, use a NES Satellite or NES Four Score to challenge a friend or team up with another in the ultimate dream match.

NES Satellite™

NES Four Score™

When a multiple player game is selected, each player or team can use the Control Pad to select a country to represent. Once the teams have been selected, you can choose the conditions of the playing field for added challenge.

★★★PASSWORDS MEMO★★★

DATE	LAST GAME	PASSWORD

COMPLIANCE WITH FCC REGULATIONS

This equipment generates and uses radio frequency energy and if not installed and used properly, that is, in strict accordance with the manufacturer's instructions, may cause interference to radio and television reception. It has been type tested and found to comply with the limits for a Class B computing device in accordance with the specifications in Subpart J of Part 15 of FCC Rules, which are designed to provide reasonable protection against such interference in a residential installation. However, there is no guarantee that interference will not occur in a particular installation. If this equipment does cause interference to radio or television reception, which can be determined by turning the equipment off and on, the user is encouraged to try to correct the interference by one or more of the following measures:

— Reorient the receiving antenna
— Relocate the NES with respect to the receiver
— Move the NES away from the receiver
— Plug the NES into a different outlet so that control Deck and receiver are on different circuits.

If necessary, the user should consult the dealer or an experienced radio/television technician for additional suggestions. The user may find the following booklet prepared by the Federal Communications Commission helpful:

How to Identify and Resolve Radio—TV Interference Problems.

This booklet is available from the U.S. Government Printing Office, Washington, D.C. 20402, Stock No. 004-000-00345-4.

90-DAY LIMITED WARRANTY NINTENDO GAME PAKS

90-DAY LIMITED WARRANTY:

Nintendo of America Inc. ("Nintendo") warrants to the original consumer purchaser that this Nintendo Game Pak ("PAK") shall be free from defects in material and workmanship for a period of 90 days from date of purchase. If a defect covered by this warranty occurs during this 90-day warranty period, Nintendo will repair or replace the PAK, at its option, free of charge.

To receive this warranty service:

1. DO NOT return your defective Game Pak to the retailer.
2. Notify the Nintendo Consumer Service Department of the problem requiring warranty service by calling: 1-800-255-3700. Our Consumer Service Department is in operation from 4:00 A.M. to 10:00 P.M. Pacific Time, Monday through Saturday (times subject to change.) Please Do Not send your Pak to Nintendo before calling the Consumer Service Department.
3. If the Nintendo Service Representative is unable to solve the problem by phone, he will provide you with a Return Authorization number. Simply record this number on the outside packaging of your defective PAK, and return your PAK FREIGHT PREPAID AND INSURED FOR LOSS OR DAMAGE, together with your sales slip or similar proof-of-purchase within the 90-day warranty period to:

   Nintendo of America Inc.
   NES Consumer Service Department
   4820 — 150th Avenue N.E.
   Redmond, WA 98052

This warranty shall not apply if the PAK has been damaged by negligence, accident, unreasonable use, modification, tampering, or by other causes unrelated to defective materials or workmanship.

REPAIR/SERVICE AFTER EXPIRATION OF WARRANTY:

If the PAK develops a problem requiring service after the 90-day warranty period, you may contact the Nintendo Consumer Service Department at the phone number noted above. If the Nintendo Service Representative is unable to solve the problem by phone, the representative may advise you of the approximate cost for Nintendo to repair or replace the PAK and may provide you with a Return Authorization number.

You may then record this number on the outside packaging of the defective PAK and return the defective merchandise, FREIGHT PREPAID AND INSURED FOR LOSS OR DAMAGE, to Nintendo, and enclose a money order payable to Nintendo of America Inc. for the cost quoted you. (Repairs may also be charged on a VISA or MASTERCARD credit card.)

If after personal inspection, the Nintendo Service Representative determines the PAK cannot be repaired, it will be returned and your payment refunded.

WARRANTY LIMITATIONS:

ANY APPLICABLE IMPLIED WARRANTIES, INCLUDING WARRANTIES OF MERCHANTABILITY AND FITNESS FOR A PARTICULAR PURPOSE, ARE HEREBY LIMITED TO NINETY DAYS FROM THE DATE OF PURCHASE AND ARE SUBJECT TO THE CONDITIONS SET FORTH HEREIN. IN NO EVENT SHALL NINTENDO BE LIABLE FOR CONSEQUENTIAL OR INCIDENTAL DAMAGES RESULTING FROM THE BREACH OF ANY EXPRESS OR IMPLIED WARRANTIES.

The provisions of this warranty are valid in the United States only. Some states do not allow limitations on how long an implied warranty lasts or exclusion of consequential or incidental damages, so the above limitations and exclusion may not apply to you. This warranty gives you specific legal rights, and you may also have other rights which vary from state to state.